

DEADHEADERS

A CARD-SHEDDING GAME

ON THE BOX

Ages 8+
15–30 Minutes
2–4 Players

COMPONENTS LIST

84 Flower cards
9 Wild cards

SIMILAR GAMES

Haggis | Seers Catalog
Scout | dnuip

FEATURES

Catch-Up Mechanism:

Rotate Flower Cards after unlucky rounds to pull off powerful combinations

Simple Setup:

Same rules for all player counts

One Deck of Cards:

Fewer Components; No score sheet or counters needed

Quick Turns:

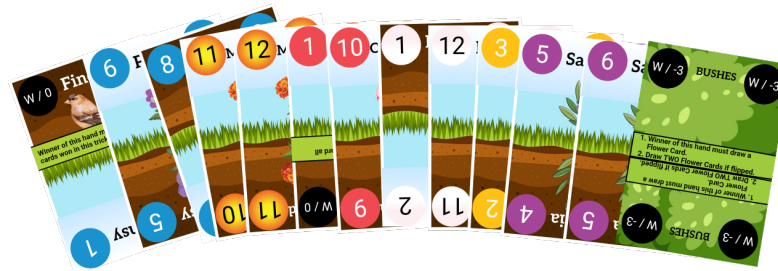
More time to play!

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Over multiple rounds, shed your hand of **Flower Cards** before your opponents to keep your garden tidy, plant seeds, and score points.

But beware of **cats**, **birds**, and **squirrels** that have their own plan which may turn your garden upside down!



Top Image: An example of a hand
Bottom Image: Example of gamestate for 4 players
All images used in the game are free-use stock, and for prototyping purposes only

TURN EXAMPLE

Play a legal combination of cards

- Single flower (single card)
- A bunch of flowers (set)
- Assorted bouquet (multi-suit run)
- Mono-bouquet (single-suit run)

OR

Play a combination of cards that matches the combination of cards played before you with lower values

OR

Choose to pass on your turn



Play Online!



Pitch Video!